

Amendments to the Claims

The following listing of claims replaces all prior versions and listings of claims in the present application:

1. (Currently Amended) A method of rendering an image, comprising the steps of:

mapping a plurality of semitransparent textures respectively onto a plurality of semitransparent or transparent polygons which make up an object; and

~~{moving said plurality of semitransparent textures simulatively in an arbitrary direction so that said semitransparent textures become associated respectively with different polygons from among said plurality of semitransparent or transparent polygons which make up said object; and}~~

remapping the plurality of semitransparent textures ~~{~~ which have been moved, ~~}~~ respectively onto ~~{said}~~ different polygons from among said plurality of semitransparent or transparent polygons which make up said object,

~~{wherein in said moving step, at least one of said plurality of semitransparent textures is moved in a different direction from another one of said plurality of textures}~~

wherein, in said remapping step, said semitransparent textures are moved so that said semitransparent textures become associated respectively with different adjacent polygons, in a circulating manner, from among said plurality of semitransparent or transparent polygons which make up said object.

Claims 2-4 (Canceled).

5. (Currently Amended) A method according to claim 1, ~~{wherein said moving step}~~ further ~~{comprises}~~ comprising the step of arranging said plurality of semitransparent or transparent polygons in one or more multiple layers.

6. (Currently Amended) A method of processing an image, comprising the steps of:

storing a plurality of texture images in a texture rendering area of an image memory;

storing a plurality of polygons which make up an object in a display rendering area of said image memory ~~{based on at least said texture images}~~;

mapping the texture images respectively onto said polygons;
and

~~{moving the texture images stored in said texture rendering area in an arbitrary direction so that said texture images become associated respectively with different polygons from among said plurality of polygons, and restoring the moved texture images in said texture rendering area; and}~~

remapping ~~{the moved}~~ said texture images respectively onto ~~{said}~~ different polygons from among said plurality of polygons stored in said display rendering area,

~~{wherein in said moving step, at least one of said plurality of texture images is moved in a different direction from another one of said plurality of texture images}~~

wherein, in said remapping step, said texture images are moved so that said texture images become associated respectively with different adjacent polygons, in a circulating manner, from among said plurality of polygons which make up said object.

7. (Currently Amended) An apparatus for rendering an image comprising:

texture mapping means for mapping a plurality of semitransparent textures respectively onto a plurality of semitransparent or transparent polygons which make up an object;

~~{texture moving means for moving said plurality of semitransparent textures simulatively in an arbitrary direction so that said semitransparent textures become associated respectively with different polygons from among said plurality of semitransparent or transparent polygons which make up said object; and}~~

texture remapping means for remapping the plurality of semitransparent textures ~~{, which have been moved,}~~ respectively onto ~~{said}~~ different polygons from among said plurality of semitransparent or transparent polygons which make up said object,

~~{wherein said texture moving means moves at least one of said plurality of semitransparent textures in a different direction from another one of said plurality of textures}~~

wherein said texture remapping means moves said semitransparent textures so that said semitransparent textures become associated respectively with different adjacent polygons, in a circulating manner, from among said plurality of semitransparent or transparent polygons which make up said object.

Claims 8-10 (Canceled).

11. (Previously Presented) An apparatus according to claim 7, further comprising:

object setting means for arranging said plurality of semitransparent or transparent polygons in one or more multiple layers.

12. (Currently Amended) An apparatus for processing an image, comprising:

texture rendering means for storing a plurality of texture images in a texture rendering area of an image memory;

image rendering means for storing a plurality of polygons which make up an object in a display rendering area of said image memory ~~{based on at least said texture images}~~;

texture mapping means for mapping the texture images respectively onto said polygons;

~~{texture moving means for moving the texture images stored in said texture rendering area in an arbitrary direction so that said texture images become associated respectively with different~~

~~polygons from among said plurality of polygons, and restoring the moved texture images in said texture rendering area,}~~

~~{wherein said texture {mapping means comprises} remapping means for remapping {the moved} said texture images respectively onto {said} different polygons from among said plurality of polygons stored in said display rendering area, {and}~~

~~{wherein said texture moving means moves at least one of said plurality of texture images in a different direction from another one of said plurality of texture images}~~

wherein said texture remapping means moves said texture images so that said texture images become associated respectively with different adjacent polygons, in a circulating manner, from among said plurality of polygons which make up said object.

13. (Currently Amended) A recording medium storing a program and data, said program comprising the steps of:

mapping a plurality of semitransparent textures respectively onto a plurality of semitransparent or transparent polygons which make up an object; and

~~{moving said plurality of semitransparent textures simulatively in an arbitrary direction so that said semitransparent textures become associated respectively with different polygons from among said plurality of semitransparent or transparent polygons which make up said object, and}~~

remapping the plurality of semitransparent textures ~~{which have been moved,}~~ respectively onto ~~{said}~~ different

polygons from among said plurality of semitransparent or transparent polygons which make up said object,

~~{wherein in said moving step, at least one of said plurality of semitransparent textures is moved in a different direction from another one of said plurality of textures}~~

wherein, in said remapping step, said semitransparent textures are moved so that said semitransparent textures become associated respectively with different adjacent polygons, in a circulating manner, from among said plurality of semitransparent or transparent polygons which make up said object.

Claims 14-16 (Canceled).

17. (Currently Amended) A recording medium according to claim 13, ~~{wherein said moving step}~~ further ~~{comprises}~~ comprising the step of arranging said plurality of semitransparent or transparent polygons in one or more multiple layers.

18. (Currently Amended) A recording medium storing a program and data, said program comprising the steps of:

storing a plurality of texture images in a texture rendering area of an image memory;

storing a plurality of polygons which make up an object in a display rendering area of said image memory ~~{based on at least said texture images}~~;

mapping the texture images respectively onto said polygons;
and

~~{moving the texture images stored in said texture rendering area in an arbitrary direction so that said texture images become associated respectively with different polygons from among said plurality of polygons, and restoring the moved texture images in said texture rendering area; and}~~

remapping ~~{the moved}~~ said texture images respectively onto ~~{said}~~ different polygons from among said plurality of polygons stored in said display rendering area,

~~{wherein in said moving step, at least one of said plurality of texture images is moved in a different direction from another one of said plurality of texture images}~~

wherein, in said remapping step, said texture images are moved so that said texture images become associated respectively with different adjacent polygons, in a circulating manner, from among said plurality of polygons which make up said object.

19. (Currently Amended) A program which can be read and executed by a computer, comprising the steps of:

mapping a plurality of semitransparent textures onto respective surfaces of a plurality of semitransparent or transparent polygons which make up an object; and

~~{moving said plurality of semitransparent textures simulatively in an arbitrary direction so that said semitransparent textures become associated respectively with~~

~~different polygons from among said plurality of semitransparent or transparent polygons which make up said object, and}~~

remapping the plurality of semitransparent textures ~~{~~
~~which have been moved,~~ respectively onto ~~{said}~~ different
polygons from among said plurality of semitransparent or
transparent polygons which make up said object,

~~{wherein in said moving step, at least one of said~~
~~plurality of semitransparent textures is moved in a different~~
~~direction from another one of said plurality of textures}~~

wherein, in said remapping step, said semitransparent
textures are moved so that said semitransparent textures become
associated respectively with different adjacent polygons, in a
circulating manner, from among said plurality of semitransparent
or transparent polygons which make up said object.

20. (Currently Amended) A program comprising the steps
of:

storing a plurality of texture images in a texture
rendering area of an image memory;

storing a plurality of polygons which make up an object in
a display rendering area of said image memory ~~{based on at least~~
~~said texture images}~~;

mapping the texture images respectively onto said polygons;
and

~~{moving the texture images stored in said texture rendering~~
~~area in an arbitrary direction so that said texture images become~~
~~associated respectively with different polygons from among said~~

~~plurality of polygons, and restoring the moved texture images in said texture rendering area; and}~~

remapping ~~{the moved}~~ said texture images respectively onto ~~{said}~~ different polygons from among said plurality of polygons stored in said display rendering area,

~~{wherein in said moving step, at least one of said plurality of texture images is moved in a different direction from another one of said plurality of texture images}~~

wherein, in said remapping step, said texture images are moved so that said texture images become associated respectively with different adjacent polygons, in a circulating manner, from among said plurality of polygons which make up said object.

Claims 21-66 (Canceled).

67. (New) A method according to claim 1, wherein, in said remapping step, at least one of said plurality of semitransparent textures is moved in a different direction from another one of said plurality of semitransparent textures.

68. (New) A method according to claim 1, wherein said object comprises a three-dimensional object.

69. (New) A method according to claim 6, wherein, in said remapping step, at least one of said plurality of texture images is moved in a different direction from another one of said plurality of texture images.

70. (New) A method according to claim 6, wherein said object comprises a three-dimensional object.

71. (New) An apparatus according to claim 7, wherein said texture remapping means moves at least one of said plurality of semitransparent textures in a different direction from another one of said plurality of semitransparent textures.

72. (New) An apparatus according to claim 7, wherein said object comprises a three-dimensional object.

73. (New) An apparatus according to claim 12, wherein said texture remapping means moves at least one of said plurality of texture images in a different direction from another one of said plurality of texture images.

74. (New) An apparatus according to claim 12, wherein said object comprises a three-dimensional object.

75. (New) A recording medium according to claim 13, wherein, in said remapping step, at least one of said plurality of semitransparent textures is moved in a different direction from another one of said plurality of semitransparent textures.

76. (New) A recording medium according to claim 13, wherein said object comprises a three-dimensional object.

77. (New) A recording medium according to claim 18, wherein, in said remapping step, at least one of said plurality of texture images is moved in a different direction from another one of said plurality of texture images.

78. (New) A recording medium according to claim 18, wherein said object comprises a three-dimensional object.

79. (New) A program according to claim 19, wherein, in said remapping step, at least one of said plurality of semitransparent textures is moved in a different direction from another one of said plurality of semitransparent textures.

80. (New) A program according to claim 19, wherein said object comprises a three-dimensional object.

81. (New) A program according to claim 20, wherein, in said remapping step, at least one of said plurality of texture images is moved in a different direction from another one of said plurality of texture images.

82. (New) A program according to claim 20, wherein said object comprises a three-dimensional object.